CLAIMS

What is claimed is:

1. A method comprising:

generating a packet in response to a predetermined event;

storing the packet locally;

forwarding the packet with a client messaging application to a server messaging application via a network connection managed by the client messaging application; and

dispatching the packet with the server messaging application to a messaging handler that processes the packet.

2. The method of claim 1 wherein the packet includes a target identifier and a variable length data field.

3. The method of claim 2 wherein the messaging server application selects a messaging handler from a plurality of messaging handlers based on the target identifier.

4. The method of claim 1 further comprising:

generating an acknowledge message in response to the packet being dispatched to the messaging handler; and

communicating the acknowledge message from the messaging server application to the messaging client application.

5. The method of claim 4 wherein further comprising dropping the packet from the local storage in response to the acknowledge message being received by the messaging client application.

6. An article comprising a machine-accessible medium to provide machine-readable instructions that, when executed, cause one or more electronic systems to:

generate a packet in response to a predetermined event;

store the packet locally;

forward the packet with a client messaging application to a server messaging application via a network connection managed by the client messaging application; and

dispatch the packet with the server messaging application to a messaging handler that processes the packet.

7. The article of claim 6 wherein the packet includes a target identifier and a variable length data field.

8. The article of claim 7 wherein the messaging server application selects a messaging handler from a plurality of messaging handlers based on the target identifier.

9. The article of claim 6 further comprising sequences of instructions that, when executed, cause the one or more electronic systems to:

generate an acknowledge message in response to the packet being dispatched to the messaging handler; and

communicate the acknowledge message from the messaging server application to the messaging client application.

10. The article of claim 9 wherein further comprising sequences of instructions that, when executed, cause the one or more electronic systems to drop the packet from the local storage in response to the acknowledge message being received by the messaging client application.

11. A computer data signal embodied in a data communications medium shared among a plurality of network devices comprising sequences of instructions that, when executed, cause one or more electronic systems to:

generate a packet in response to a predetermined event;

store the packet locally;

forward the packet with a client messaging application to a server messaging application via a network connection managed by the client messaging application; and

dispatch the packet with the server messaging application to a messaging handler that processes the packet.

12. The computer data signal of claim 11 wherein the packet includes a target identifier and a variable length data field.

13. The computer data signal of claim 12 wherein the messaging server application selects a messaging handler from a plurality of messaging handlers based on the target identifier.

14. The computer data signal of claim 11 further comprising sequences of instructions that, when executed, cause the one or more electronic systems to:

generate an acknowledge message in response to the packet being dispatched to the messaging handler; and

communicate the acknowledge message from the messaging server application to the messaging client application.

15. The computer data signal of claim 14 wherein further comprising sequences of instructions that, when executed, cause the one or more electronic systems to drop the packet from the local storage in response to the acknowledge message being received by the messaging client application.

16. A network architecture comprising:

a client electronic system having one or more processors to run one or more programs and a memory system coupled to the processor, the memory system to store one or more message packets, wherein the one or more processors also runs a messaging client that forwards message packets stored in the memory system; and

a server electronic system coupled to the client electronic system, the server electronic system having one or more processors to run one or more programs in a

memory system coupled to the processor, wherein the one or more processors runs a messaging server that receives forwarded messages from the messaging client and processes the messages in a predetermined manner.

17. The network architecture of claim 16 further comprising a second client electronic system having one or more processors to run one or more programs and a memory system coupled to the processor, the memory system to store one or more message packets, wherein the one or more processors also runs a messaging client that forwards message packets stored in the memory system, and further wherein the one or more processors runs a messaging server that receives forwarded messages from the messaging client of the second client electronic system and processes the messages in a predetermined manner.